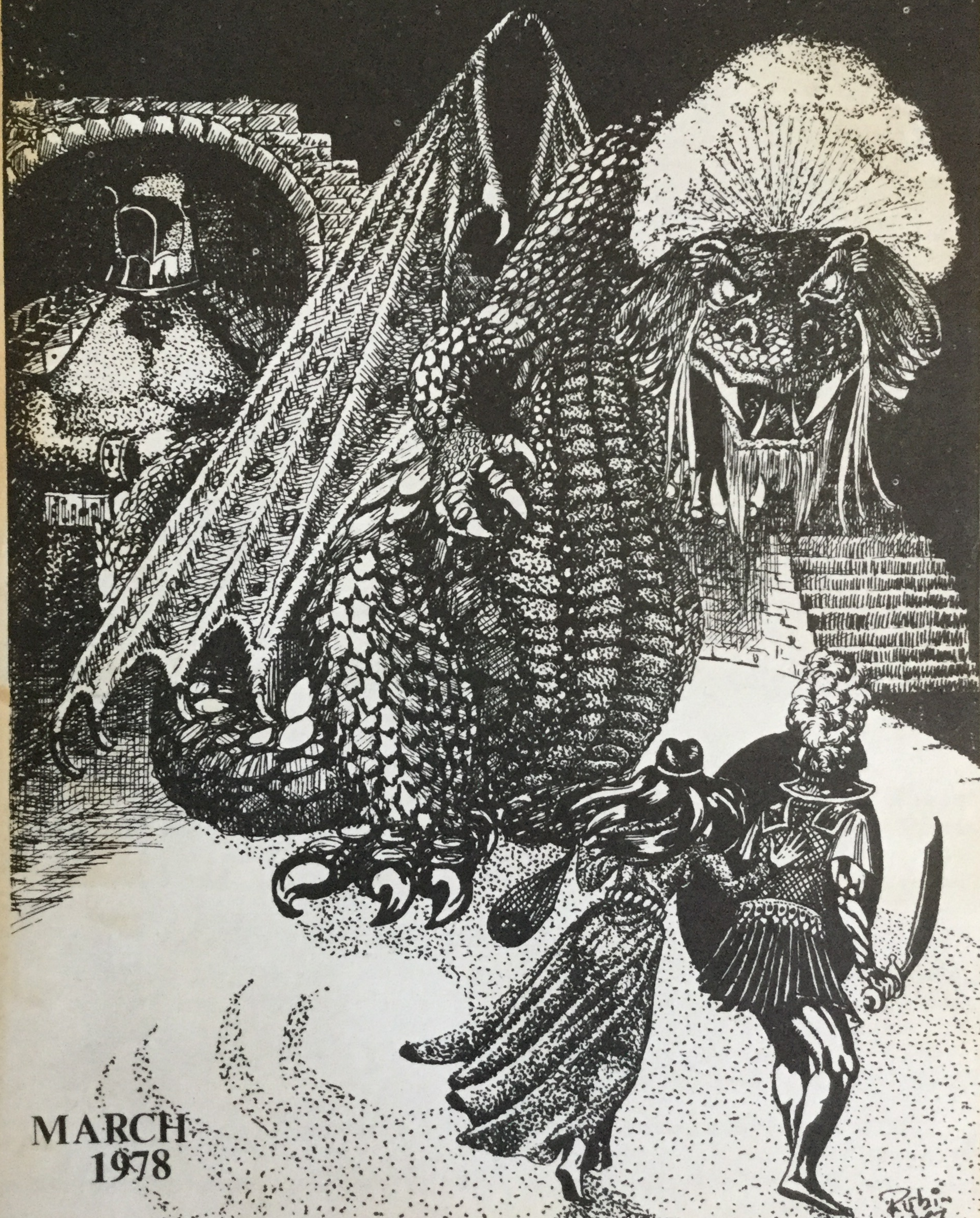




GRENADIER MODELS Inc.



MARCH
1978

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GRENADIER MODELS Inc.

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We at Grenadier would like to note that fully half of this year's releases were inspired by you, our customers. We would like to thank you for your sincere interest and assure you that Grenadier will continue to be responsive to the requests and needs of our ever growing hobby.

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- A 15 Nubian
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| A 9 Egyptian Inf. axe and macemen | A 21 Hittite Axemen |
| A 10 Egyptian Light Inf. | A 22 Hittite Spearmen |
| A 11 Egyptian Archers | A 23 Retennu Spearmen |
| A 12 Egyptian Marines | A 24 Philistine Inf. |
| A 13 Sherdan Royal guardsmen | A 25 Weshwesh Inf. Philistine Ally |
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 A 65 Roman, Hastatus w/pilum
 A 66 Roman, Princep or Triarius, pilum
 A 67 Roman, Velite w/javelin
 A 68 Roman heavy cavalry
 A 69 Rome, Italian lt. Cavalry
 A 70 Carthaginian Command pack
 A 71 Carthaginian Citizen Spearmen
 A 72 Carthaginian Noble Cavalry
 A 73 Numidian or Moorish lt. Cavalry

A 74 Numidian or Moorish Javelinmen
 A 75 Libyan Infantry
 A 76 Spanish Spearmen
 A 77 Baleric Slingsmen
 A 78 Spanish Cavalrymen
 A 79 Roman Command pack
 A 80 Roman Command pack mounted
 A 81 Legionaire, mail armor
 A 82 Legionaire, leather armor
 A 83 Roman Cavalry



A-70

A-71

A-76

A-78

A-77



A 64

A 65

A 66

A 67



A 79

A 81

A 82

ANCIENT ARMIES

- A 84 Roman Command pack
- A 85 Legionaire Segmenta armor
- A 86 Light Infantry
- A 87 Dalmatian light Infantry
- A 88 Asiatic Archer
- A 89 Auxillary Cavalry
- A 90 German Guard Cavalry
- A 91 Light Cavalry
- A 92 Barbarian Command pack
- A 93 Gaulish Spearmen
- A 94 Gaulish Swordsmen
- A 95 Gaul/Britain Lt. Inf.

- A 96 Gaulish Cavalry
- A 97 Britain Infantry
- A 98 Britain Cavalry
- A 99 German Suibi Infantry
- A 100 German Chatti Infantry
- A 101 German Cavalry
- A 102 Parthian Horse Archer
- A 103 Parthian Cataphract
- A 104 Dacian Command
- A 105 Dacian Inf., Spears & Sythe Sword
- A 106 Dacian Archers
- A 107 Roman Dart thrower with crew \$4.00
- A 108 Roman Catapult with crew \$4.00



GLADIATOR SET:
 6 Gladiators in different positions
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SCALE 25 mm
Wargames
Diagrams

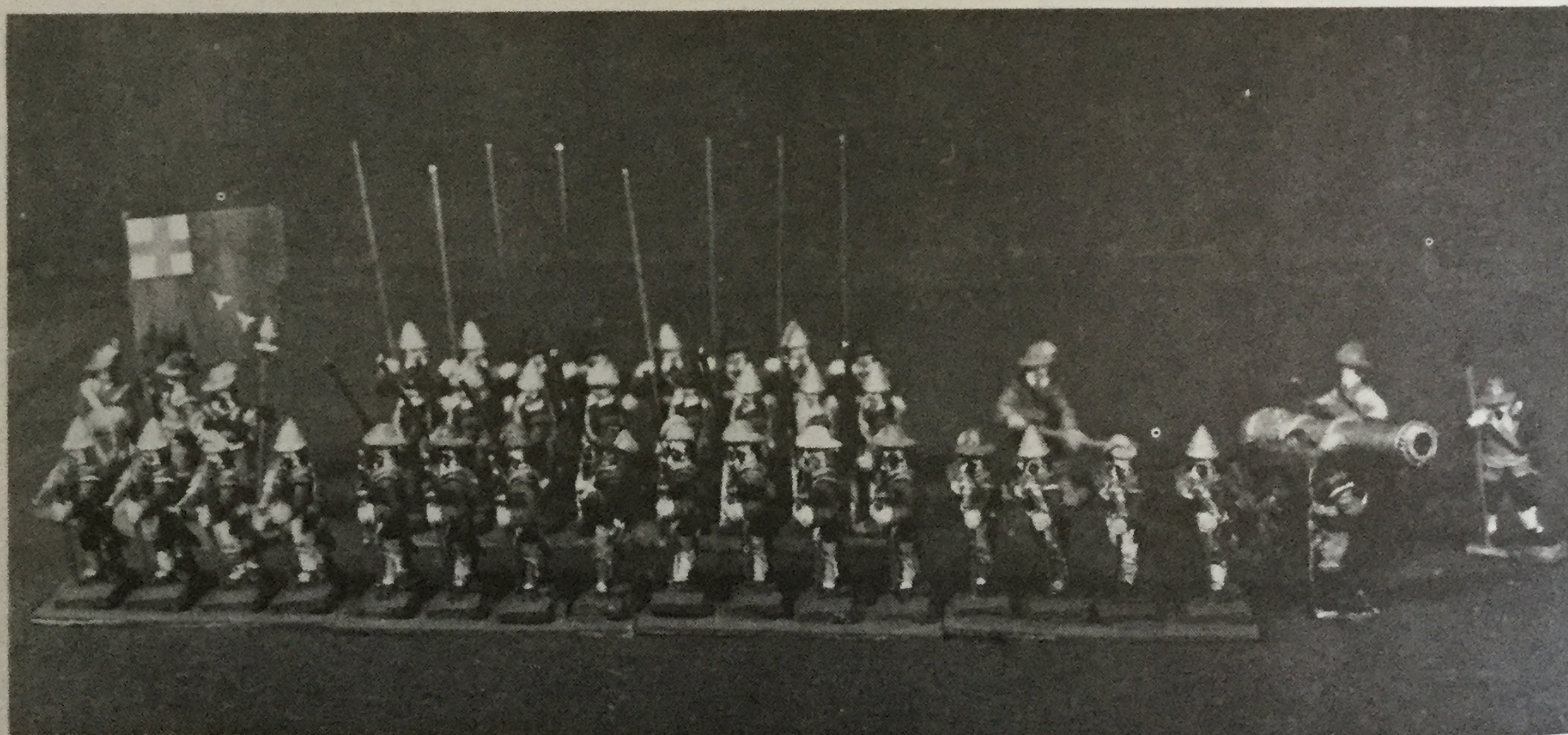
FOOT TROOPS

- ECW 1 Musketeer, firing, brim hat
- ECW 2 Musketeer, firing, helmet
- ECW 3 Musketeteer, at ready, brim hat
- ECW 4 Musketeer, at ready, helmet
- ECW 5 musketeer, firing, Independ. Co.
- ECW 6 Musketeer, ready, Independ. Co.
- ECW 7 Pikeman, at ready, pot helm
- ECW 8 Pikeman, at ready, cabasset
- ECW 9 Pikeman, push pike, pot helm
- ECW 10 Pikeman, receiving chg. pot helm
- ECW 11 Pikeman, receiving chg. cabasset
- ECW 12 Command pack, foot troops

CAVALRY

- ECW 13 Dragoon, brim hat
 - ECW 14 Dragoon, lobster helm
 - ECW 15 Cavalry trooper, sword
 - ECW 16 Cavalry trooper, pistol
 - ECW 17 Cuirassier trooper, lancer
 - ECW 18 Command pack, Dragoons
 - ECW 19 Command pack, Cavalry
 - ECW 20 Command pack, field officer
- ## ARTILLERY
- ECW 21 Light field gun w/crew \$2.98
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The English Civil War is an excellent time period for beginners to learn the basics in fire and movement. It is also for experienced gamers who enjoy the musket and pike period. Grenadier has not limited your choices by branding certain types of figures as either Parliamentarian or Royalist troops, since the historic distinctions was usually the color of a sash or a hat plume. Mistaken identity was a common and often tragic error. See our book section for TSR rules; CAVELIERS AND ROUNDHEADS miniature rules. All command packs are properly proportioned with officers, standard bearers and musicians.

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Dungeon games
Diagrams

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|------|--|---------------|---|
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Slimes, molds, jellies, etc. (4) |
| W 2 | Mountain Dwarves, Swordsmen and
Warhammermen (6) | W 30 | Monsters #3
Werewolves (3) & Wererats (3) |
| W 3 | Mountain Dwarves
Axemen & Bowmen (6) | W 31 | Monsters #4
Ghouls (3) & Mummies (3) |
| W 4 | Elves of the Forrest
Swordsmen & Bowmen (6) | W 32 | Monsters #5
Elementals: Air, Earth, Water, Fire (4) |
| W 5 | Elves of the Forrest
Spearmen (6) | W 33 | Monsters #6
Ogres (3) & Giant (1) |
| W 6 | Gnomes of the Rune Shield
Swordsmen, Axemen & Spearmen (8) | W 34 | Monsters #7
Minataur (2) & Medusa (2) |
| W 7 | Great Wood Treeman (1) | W 35 | Monsters #8
Zombies (2) Skeletons (2) Gargoyles (2) |
| W 8 | Good men of the West
Bowmen (6) | W 36 | Monsters #9
Purple worms (2) Giant Snakes (2) |
| W 9 | Good men of the West
Swordsmen, 3 types (6) | W 37 | Large Monster #1 - Hydra \$4.00 |
| W 10 | Good men of the West
Spearmen & Axemen (6) | W 38 | Large Monster #2 - Red Dragon \$4.00 |
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Fighting Woman, sword, spear,
bow, 2 sorceress & thief (6) | W 39 | Large Monster #3 - Blue Dragon \$3.00 |
| W 12 | Northern Barbarians
Swordsmen & Axemen (6) | W 40 | Large Monster #4 - Wyverin \$3.00 |
| W 13 | Sorcerors
6 different types of Magic users | W 41 | Large Monster #5 - Manticora \$3.00 |
| W 14 | Specialists
Thief, Assassin, Bard, Cleric
Ranger (6) | W 42 | Large Monster #6 - War Mommoth \$4.75 |
| W 15 | Orcs of the Eye
Swordsmen & Axemen (6) | W 43 | Catapult w/orc & man crew \$4.00 |
| W 16 | Orcs of the Eye
Bowmen & Spearmen (6) | W 44 | Dart thrower w/orc & man crew \$3.00 |
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Swordsmen & Battleaxemen (6) | W 45 | Vampires (6) |
| W 18 | Orcs of the Hand
Polearms & Bowmen (6) | W 46 | Thieves (6)
Elven, drawf, hafling, man & women |
| W 19 | Goblins of the Mount
Swordsmen (6) | W 47 | Maidens (6)
Serving wench, harem girl, girl w/Leopard |
| W 20 | Goblins of the Mount
Axemen & Spearmen (6) | W 48 | Heros - Superheros (6)
4 different figures |
| W 21 | Goblin Wolf Riders (3) | W 49 | Townspeople (6)
Shopkeeper, Constable, Gentleman,
Wanderer, Workman |
| W 22 | Kobolds
Swordsmen & Spearmen (6) | W 50 | Skelton Command Pack
Leaders & Flag bearers (6) |
| W 23 | Trolls
Wood trolls & Cave trolls (6) | W 51 | Skeleton Warriors
Swordsmen (6) |
| W 24 | Mordor Command pack
Goblin, Orc, Great Orc,
Standard Bearers, Dark Rider &
Dungeon Duke | W 52 | Bear Pack
Were, Bug & Owl bear (3) |
| W 25 | Chaotic Warriors of the East
Swordsmen (6) | W 53 | Giant ticks & Centipedes
(3 each) |
| W 26 | Berserkers
Axemen & Swordsmen (6) | W 54 | Giant Rats (3 pieces) |
| W 27 | Mounted Dark Riders (3) | W 55 | Giant Cave Spider (1 piece) \$4.00 |
| W 28 | Monsters #1 Fire Demon (1) &
Wraiths (3) | W 56 | Giant Purple Worm
Head, midsection and tail \$4.00 |
| | | W 57 | Purple Worm 2
Expansion kit contains 3 midsections
\$4.00 |
| | | W 58 | Carrion Creepers (3 pieces) |
| | | W 59 | Rust, Cube, Ooze Monsters (4 pieces) |
| | | W. Special #1 | Great Dragon \$24.95 |
| | | W. Special #2 | Great Griffon \$24.95 |

ALL PACKS \$2.29 OR AS MARKED

CONTENTS INDICATED BY NUMBER IN BRACKETS

WIZZARDS & WARRIORS FANTASY SETS

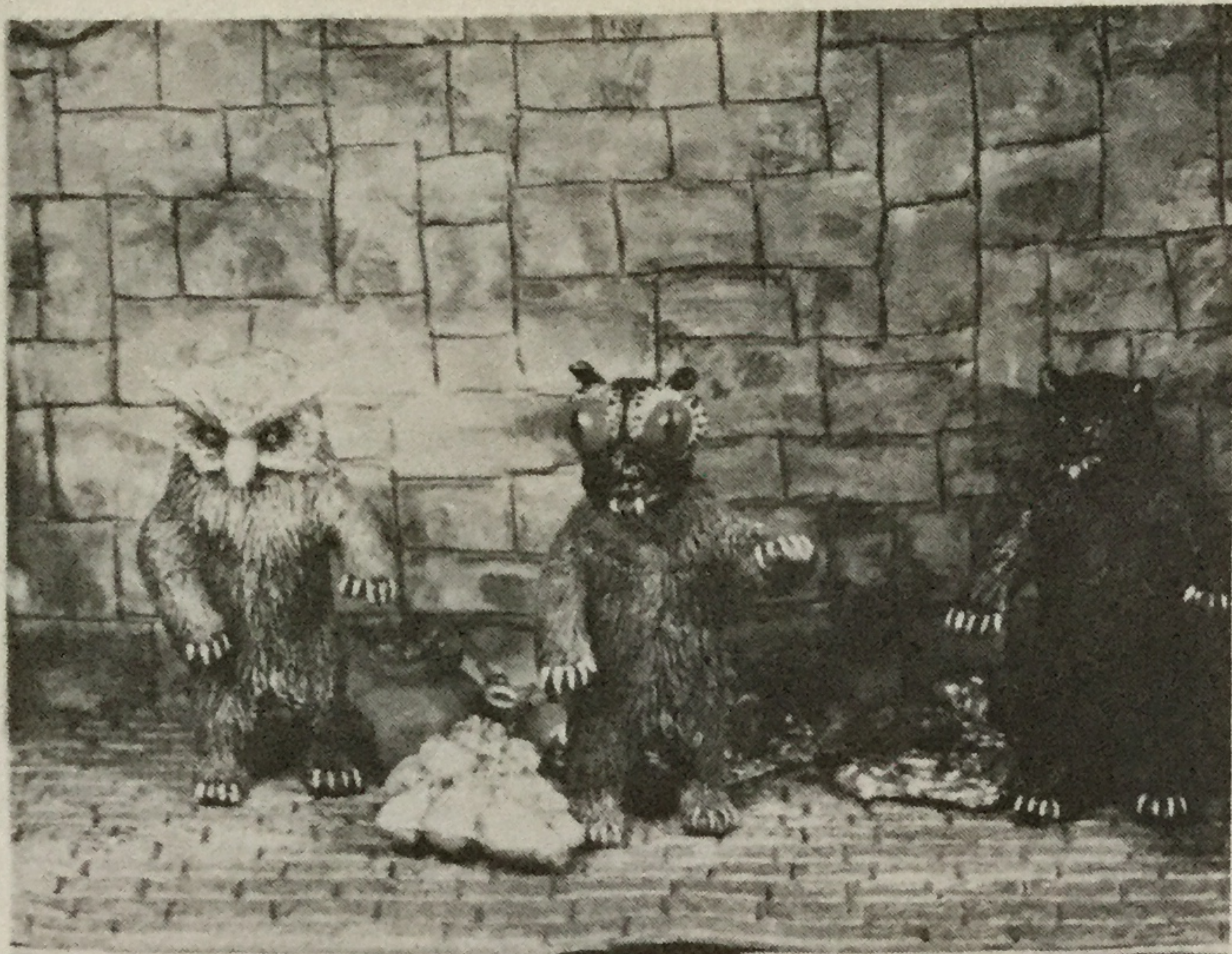
- SET 1 TREASURE
Large treasure chest, small jewel chest, pot of gems, 2 mounds of coins, mound of coins and gems and a pile of massed gems, jewelry, coins and treasure, 2 sacks of coins.....\$2.00
- SET 2 MAGICAL ITEMS
4 potion bottles, 4 scrolls, 2 skulls, wand, staff, barrel, crystal ball, scarab, brazier, boots, 2 effret bottles and 2 books of spells.....\$2.00
- SET 3 WEAPONS
Round shield, goblin shield, elf shield, man shield, orc shield, 2 helms, chain mail, 2 swords, 2 crossbows, hammer, axe, battle axe, spear and mace.....\$2.00
- SET 4 DUNGEON ITEMS
Talking door, Rune Throne, crypt, dead warriors, stone chair and table, idol, 2 stone urns, small altar, trap door, 2 wall torches.....\$4.00
- SET 5 TORTURE CHAMBER
Hooded executioner, torturer w/hot iron, The Rack, The Iron Maiden, table with Torture devices, Brazier with hot irons, The stocks, and the Victim\$4.00
- SET 6 THE SORCERORS ROOM
Table w/open book, scroll, candle on skull, lizard and amulet, shelves with books, bottles, skull and snake, conjuring sorcerer seated on stool, stone urn, barrel, jug, effret bottle, sack and chest and boiling couldron...\$4.00
- SET 7 THE TEMPLE
LARGE! Altar with sacrificial victim and stone statue. High Priest holding up heart and knife. 2 Priests, 2 statues, 2 temple braziers.....\$4.98
- SET 8 THE TREASURE VAULT
Stack of large chests, 3 piles of gold bars, 2 pots of gems, 2 urns of coins and gems, open chest of coins, stack of bags of coins, pile of various treasure items, counting table w/treasure, stool w/scribe.....\$4.98
- SET 9 THE GUARD ROOM
Two bunk beds with hanging weapons, stack of weapons, table w/mugs, food, lantern, knife, and bottle, two stools, chest, barrel and couldron....\$4.00
- SET 10 THE SORCERORS CHARIOT
Sorcerer with familiar riding in wildest fantasy chariot drawn by two Unicorns.....\$4.00
- Set 11 THRONE ROOM
Throne with seated Overlord (separate heads of Skull, Demon, or man for Overlord) Braziers, 2 temple Lion statues, couch, feast table, 2 Fanbearers, Queen w/Leopard.....\$4.98
- Set 12 THE DRUNKEN DRAGON INN
Bar, Innkeeper, Serving wench, Wine rack, Large Wine barrel, 2 tables, 4 stools, bench, 3 barrels.....\$4.98

Wizzards and Warriors broad range and highly imaginative designs has rapidly made it the most popular line in America. The line contains everything you need to stock a dungeon, organize legions of warriors or create your own fantasy world.

Unlike our competitors we do not force you to buy more figures of one type than you can use. We package both our creatures and warriors in careful multi-packed proportions for your convenience and enjoyment. Our special sets have proven to be popular with dungeoneers and diorama builders alike. If you need a temple scene, wizzards quarters or dungeon room, we have it. Mix and match them to serve your special needs. Grenadier Medieval and Ancient lines are ideal for supplanting your Fantasy ranks.

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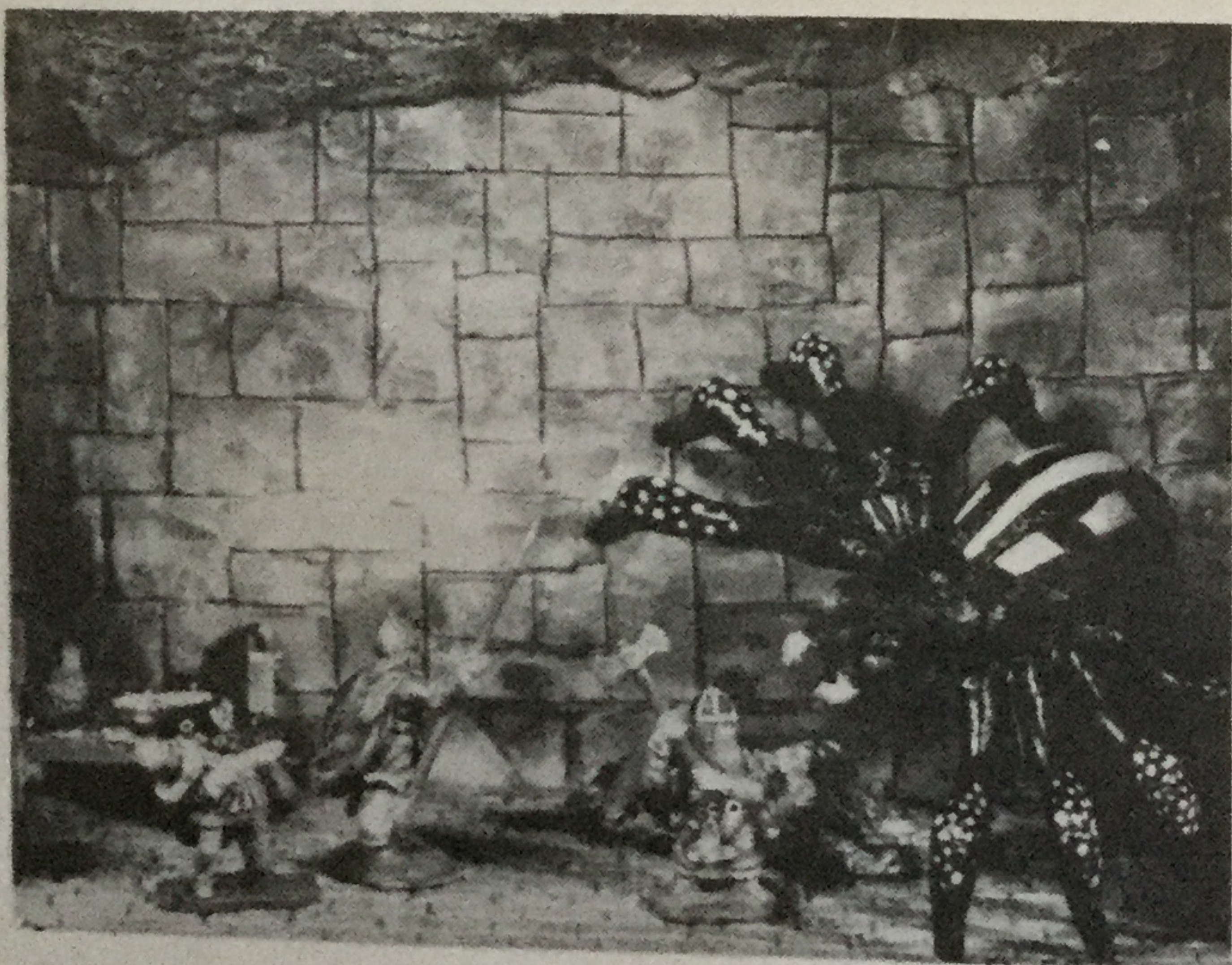
SET 6



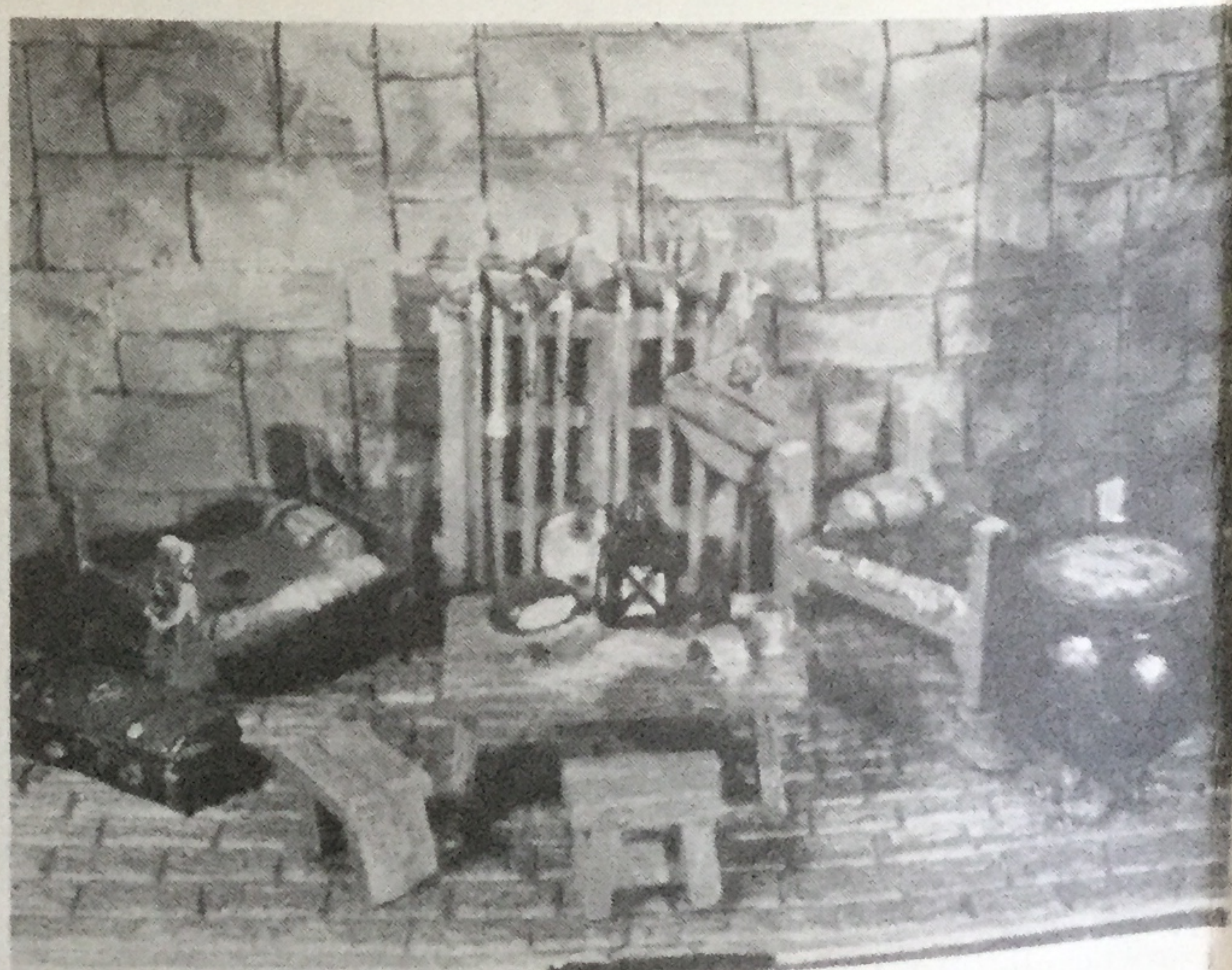
W-46



SET 8



W-55



SET 9

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070.4 = 2990

By the year 2990 the Planets of the Techtron system had become the sole supplier of Ship systems and non-hostile support craft for both the Earth Federation and the Alien races from Andromeda. Tech-worlds abundant supplies of raw materials and culture of human and Alien Engineers had attracted and absorbed the finest technological minds of the two races. With the bulk of necessary materials and the cream of human and alien Engineering abilities Techtron had achieved a mastery over the Federation and Andromedans. Without Techtron the worlds would soon be without interstellar travel capabilities or would have to revert to primitive travel systems. Techtron had a carefully planned schedule of development and supply to maintain a balance between the Federation and Andromeda.

In 2992 an agreement had been signed on Tech-worlds capital planet "Vulcan's Forge". The two superpowers agreed to Techtron's terms of prohibiting any Starships coming within two systems of Techtron, or within two systems of each other. The terms worked well with only Merchant and non-hostile craft plying between the worlds. Unfortunately fear and mistrust grew with the Federation and Andromedans fearing the other would make moves to control Techtron.

**EXERPT
S-C**

067.3 = 2992

**EXCERPT
S-C**

031.5 = 2998

In 2998 the Federation launched Star Station Armagedeon into a system adjacent to Techtron. Though not a starship, Andromeda considered this a stepstone to launch an attack to control Techtron. The time is now Stellar date 2998. The fleets are on the move and you can take control.

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EXCERPT ; STELLAR CHRONICLES

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By the year 2990 the Planets of the Techtron system had become the sole supplier of Ship systems and non-hostile support craft for both the Earth Federation and the Alien races from Andromeda. Tech-worlds abundant supplies of raw materials and culture of human and Alien Engineers had attracted and absorbed the finest technological minds of the two races. With the bulk of necessary materials and the cream of human and alien Engineering abilities Techtron had achieved a mastery over the Federation and Andromedans. Without Techtron the worlds would soon be without interstellar travel capabilities or would have to revert to primitive travel systems. Techtron had a carefully planned schedule of development and supply to maintain a balance between the Federation and Andromeda.

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EXCERPT S-C

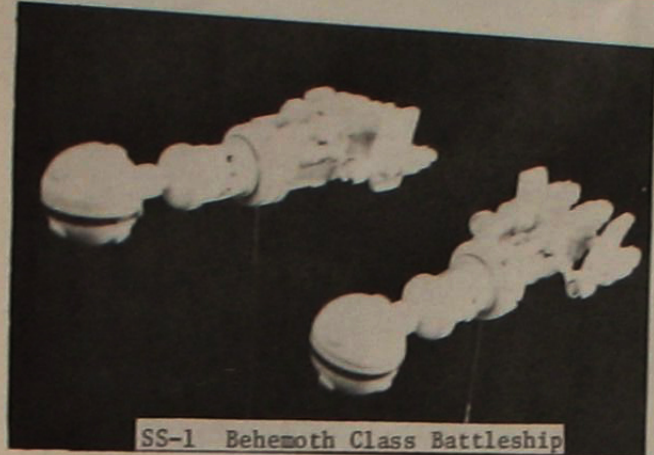
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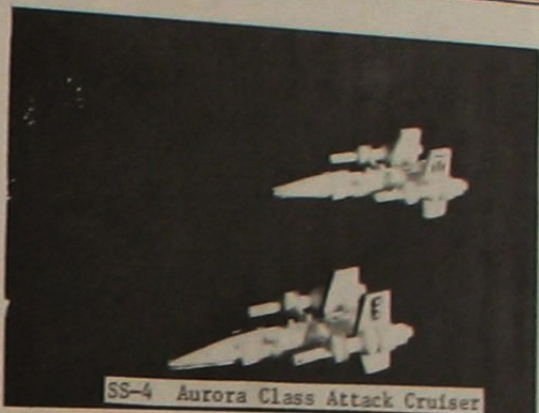
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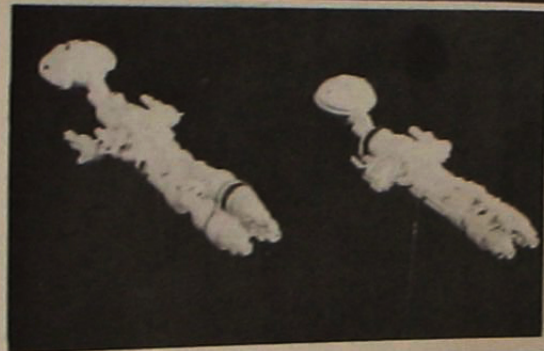
SS-1 Behemoth Class Battleship

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SS-4 Aurora Class Attack Cruiser



SS-2 Hurricane Class
Lightning Class
Heavy Cruiser
Light Cruiser



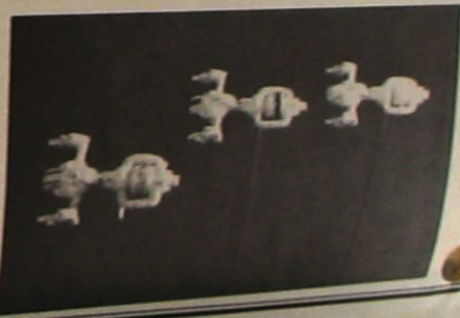
SS-5

Saturn Class Frigate



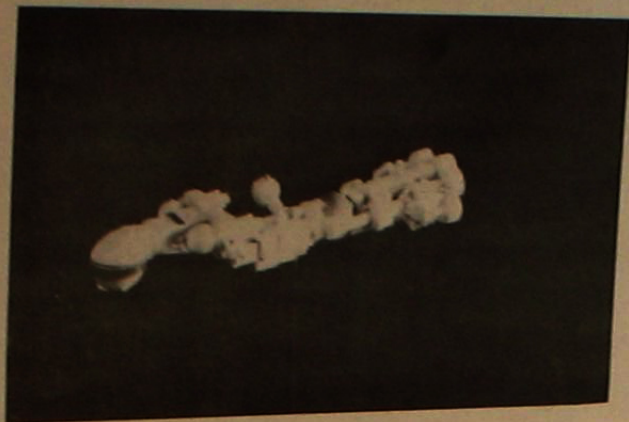
SS-3

Mace Class Scout/fighter
Stilleto Class fighter

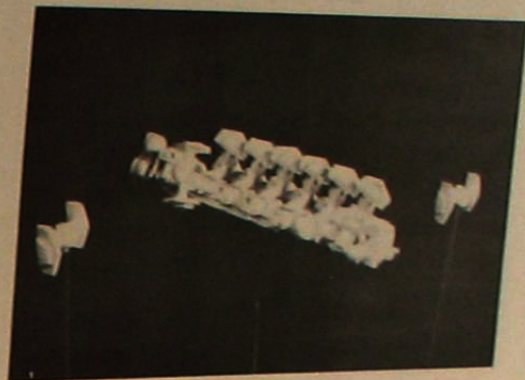


SS-6

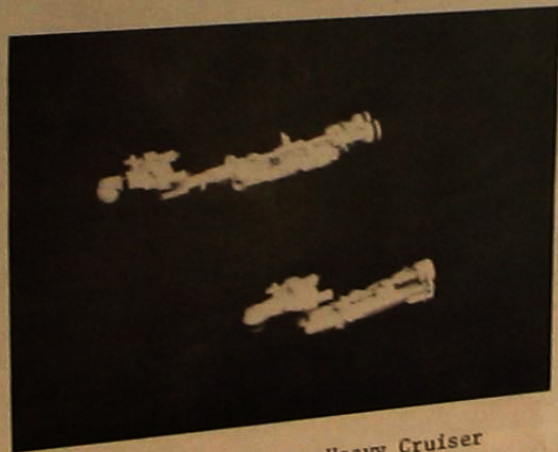
Trident Class Fighter



SS-7 Dragon Class Battleship



SS-9 Attack Carrier (1)
with 6 Bat. Cl. Fighters



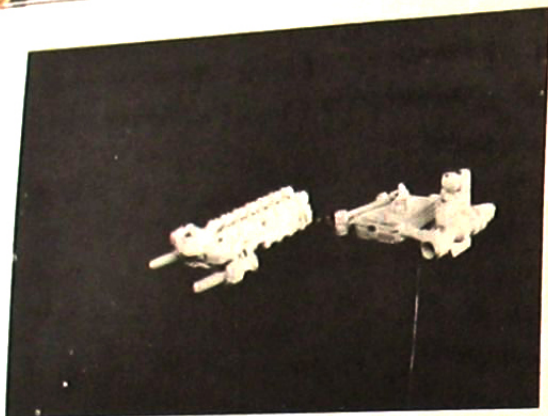
SS-8 Cobra Class Heavy Cruiser
Viper Class Light Cruiser

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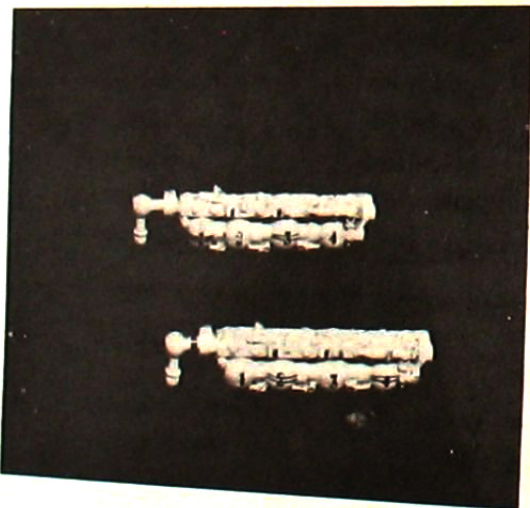
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SS-10 Bat. Class Fighters
Scorpion Class Scout/fighter



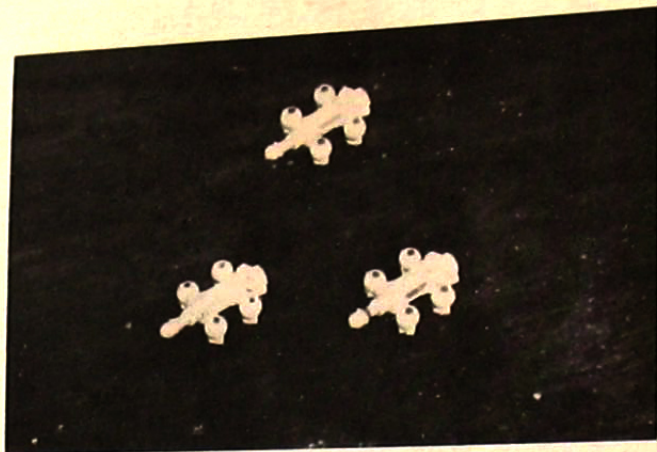
SS-11 Minelayer Repair tender



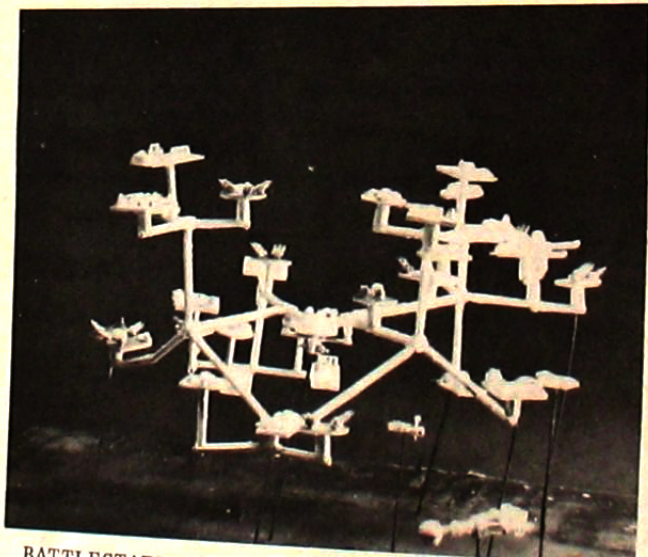
SS-12 Fleet Refueler

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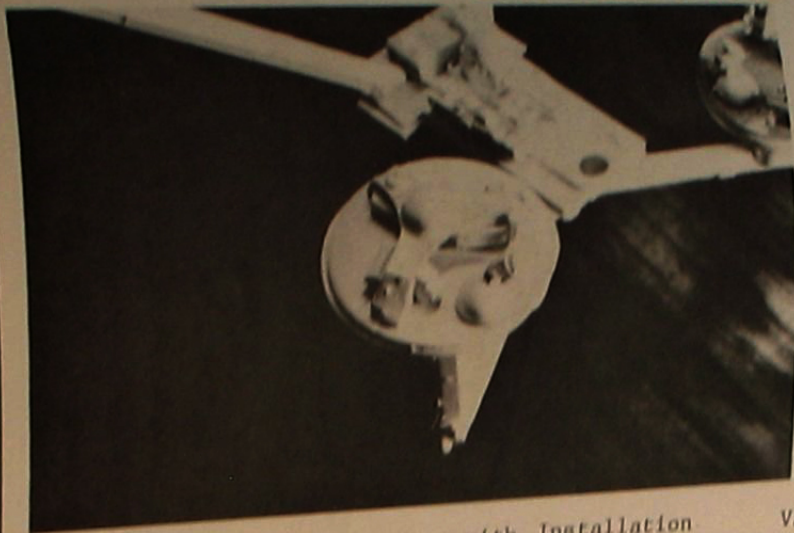


SS-13 Landing Craft w/Assault Pack

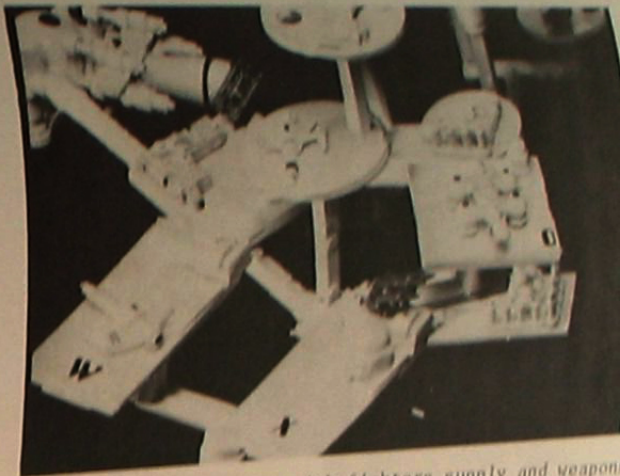


BATTLESTAR

BATTLESTATION ARMAGEDDON



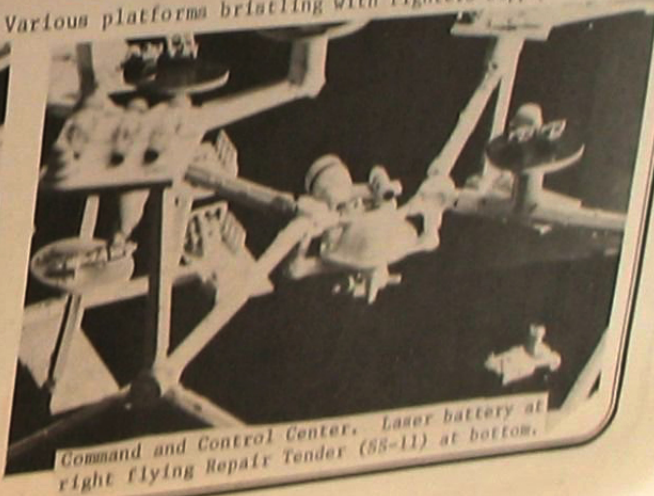
Detail of platform with Installation



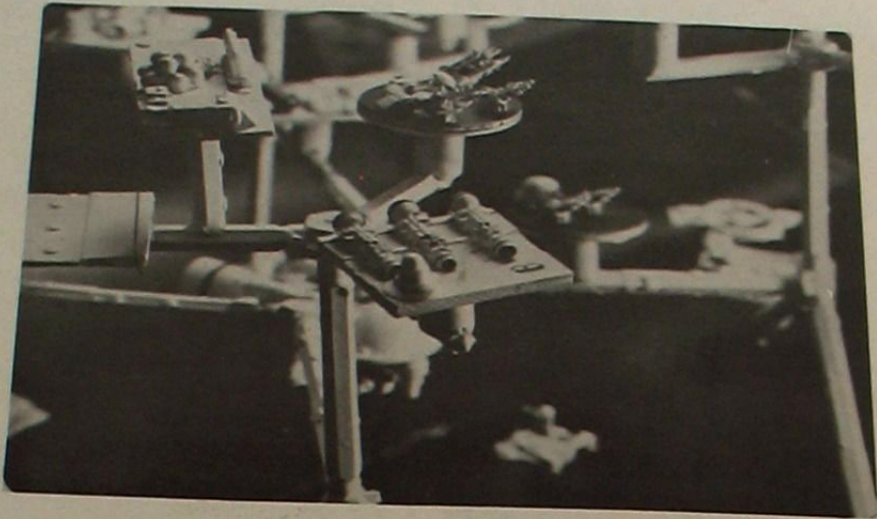
Various platforms bristling with fighters supply and weapons



Close-up of landing platform with SS-13



Command and Control Center. Laser battery at right flying Repair Tender (SS-11) at bottom.



SPACE SQUADRONS 2998 is the ultimate in miniature spacecraft design available to the Science fiction gamer. More important is the fact that this is the only line with the Support and Supply Craft essential to the finer sets of game rules on todays market. The battle craft are both clean and imaginative. Battle station Armagedeon is a design-it-yourself collection of accessory parts which can be combined to make up a space or planetary base in an infinite array of configurations and sizes confined only to the limits of your imagination. The Armagedeon Model shown in the preceding photographs illustrates the gigantic dimensions which can be achieved with Packs SS-14 to SS-17 and a little imagination.

SPECIAL NOTE

space squadrons 2998 is recommended by TSR Hobbies for their "Star Empires" and upcoming Science-fiction rules. Space Squadrons is also suited to all Spaceship rules and games in the market today.

This supplement has been designed to be inserted in your 1978 GRENADIER MODELS Catalogue.

MEDIEVAL CHIVALRY

SCALE 25 mm
Wargaming
Fantasy
Diagrams

1066

- M 1 Viking Swordsman
- M 2 Viking Axeman
- M 3 Viking w/spear
- M 4 Viking Archers
- M 5 Viking Berserkers
- M 6 AngloSaxon Housecarl w/axe
- M 7 AngloSaxon Housecarl w/sword
- M 8 AngloSaxon Archers
- M 9 AngloSaxon Fyrd Spearman
- M 10 AngloSaxon Fyrd Clubman
- M 11 Norman Swordsmen
- M 12 Norman Spearman
- M 13 Norman Maceman
- M 14 Norman Archers
- M 15 Norman Crossbowmen
- M 16 Mounted, Norman w/Lance
- M 17 Mounted, Norman w/Sword
- M 18 Mounted, Norman w/Mace

1400 - 1550

- M 19 Man-at-Arms, Sword*
- M 20 Man-at-Arms, Axe*
- M 21 Man-at-Arms, Battle Axe
- M 22 Man-at-Arms, Poleaxe
- M 23 Man-at-Arms, Bills & Halbards

- M 24 Man-at-Arms, Crossbow firing
- M 25 Man-at-Arms, Crossbow loading
- M 26 Man-at-Arms, Longbow firing*
- M 27 Man-at-Arms, Handcannon
- M 28 Peasant levies, Spears & Gleaves
- M 29 Knights w/Swords*
- M 30 Knights w/Maces or Axes
- M 31 Knights w/Morning Star & Warhammers
- M 32 Mounted, Man-at-Arms w/Bills
- M 33 Mounted, Man-at-Arms w/Axe
- M 34 Mounted, Man-at-Arms w/Crossbow
- M 35 Mounted, Knights Charging Lance
- M 36 Mounted, Knights w/Sword
- M 37 Mounted, Knights w/Axe
- M 38 Mounted, Knights w/Mace
- M 39 Mounted, Knights w/Lance
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ALL MOUNTED PACKS... **\$2.40** (3 figure)
ALL OTHERS AS MARKED.



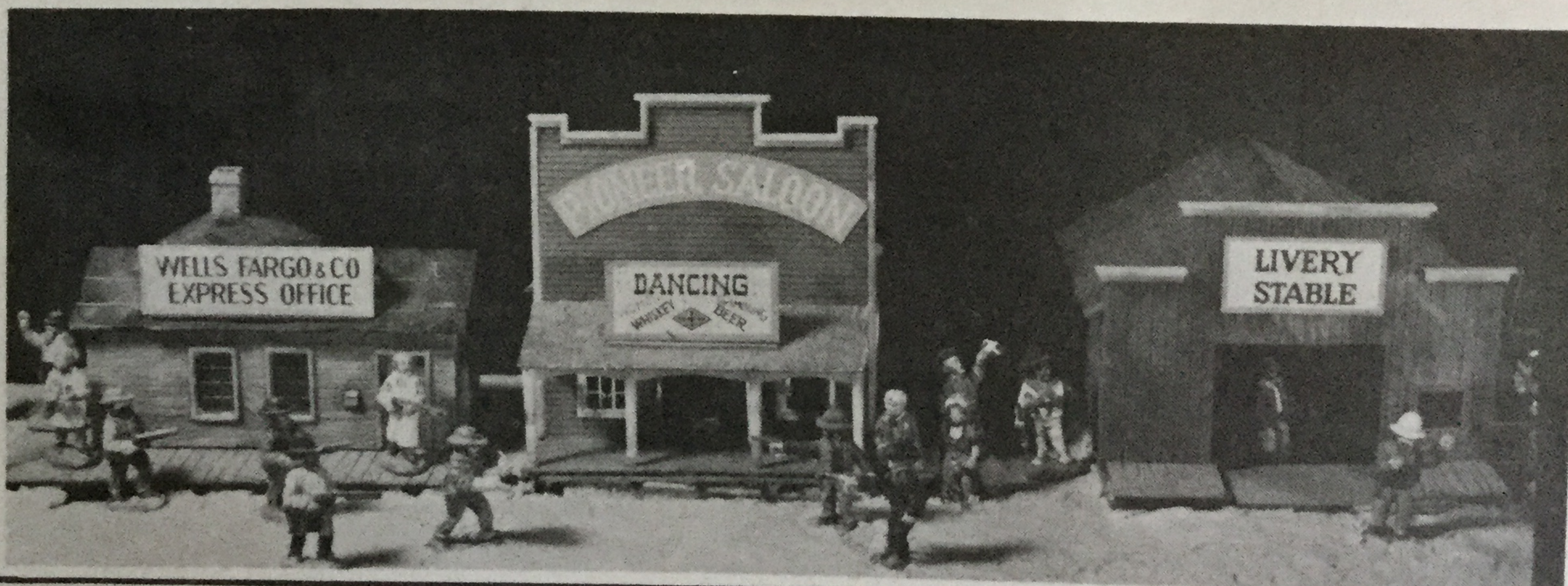
The new Medieval line contains a highly detailed and animated range of figures from 1066 to the high point of feudal Europe. We have not labeled certain figures as "English" or "French" since in actuality the only differences would be in the color of tunic or heraldic device. At this time dealers of armour had inventories generations old and from every part of Europe. All *'s indicate that 2 different figures are in the pack. This will further increase the variety and quality of your army. An important innovation developed by Grenadier Sculptors is the waist-separated Cavalryman. This type of figure has a multitude of advantages. You no longer have the unnatural appearance of man attached to separate saddle or the crude heavy look of the one piece casting moulded right to the horse. With our figures ball-jointed at the waist, you may depart from the typical line of identical stiff positioned figures to a troop of cavalymen who are all individuals, realistically charging, striking to the left or right or varying degrees.

WESTERN GUNFIGHTERS

SCALE 25 mm
Adventure gaming
Diaramas
Model Railroading

- | | |
|--|---|
| <p>C 1 LAWREN & COWBOYS PACK
 Sheriff
 Deputy Sheriff
 2 cowboys with rifle
 2 cowboys with pistol</p> <p>C 2 BANDITS & BADMEN PACK
 2 Mexican Banditos
 3 Holdup men
 1 Gunslinger
 All poses different</p> <p>C 3 SALOON FIGHT PACK
 Saloonkeeper w/scattergun
 Gambler
 Saloon Girl
 3 fighting cowboys</p> <p>C 4 TOWNSPEOPLE SET 1
 Bankguard w/carbine
 Cowboy w/sack
 Townslady
 Old veteran
 Gold miner
 Townsman & child</p> <p>C 5 TOWNSPEOPLE SET 2
 Store owner w/rifle
 Lady shopkeeper
 Depot agent
 Prisoner in irons
 Town Judge
 Townsman</p> | <p>C 6 TOWN CHARACTERS PACK
 Undertaker w/tombstone
 Mountainman
 Barber
 Dude
 Doctor
 Town drunk</p> <p>C 7 CAVALRYMEN PACK
 Officer
 2 Troopers firing
 2 Troopers charging
 Trooper loading carbine</p> <p>C 8 INDIANS PACK
 Chief
 2 Indians firing bows
 2 Indians firing rifles
 Indian w/war club</p> <p>C 9 PERSONALITIES PACK
 Wyatt Earp
 Doc Holliday
 Bat Masterson
 John Slaughter
 Shootist, Wes Harding
 Squirrel Tooth Alice</p> <p>C 10 MOUNTED COWBOYS
 3 different mounted
 cowboys w/pistols
 and rifles</p> |
|--|---|

ALL PACKS: \$2.29 each



Western Gunfighters has been designed for use with TSR "Boothill" rules. You may set up any Wild West situation and play it out in any manner you wish on a multi-individual level. Scenarios and variations of theme and personal actions are infinite. With different color schemes, or minor arm bending, you can populate any size town. Anything goes in Boothill. Is the town drunk really a drunk, or is he waiting for a suspected holdup? The rules guide your abilities to move, but the rest is up to your own imagination. If you really want to go all out, you may build a western town with plastic HO Kits by Kibri or Bachman-Plasticville. Available at most Hobby Stores.

STARSOLDIERS

SCALE 25 mm
Adventure and
Science fiction
gaming

POWERED ARMOR TROOPS

- S- 1 Troopers*
- S- 2 Troopers with Bomb Racks
- S- 3 4 Recon troopers, 1 Commander

INFANTRY, NONHOSTILE ENVIRONMENT

- S- 4 Troopers with Laser rifles*
- S- 5 Grenadiers and Rocketeers

INSURGENT INFANTRY

- S- 6 Insurgent with needle rifle
 - S- 7 Insurgent with Coneguns and Rocketgun
 - S- 8 Command Pack, Infantry and Insurgent
- (* = Pkg. contains 2 different positions)

All PACKS \$2.29

ANDROMEDA ALIENS

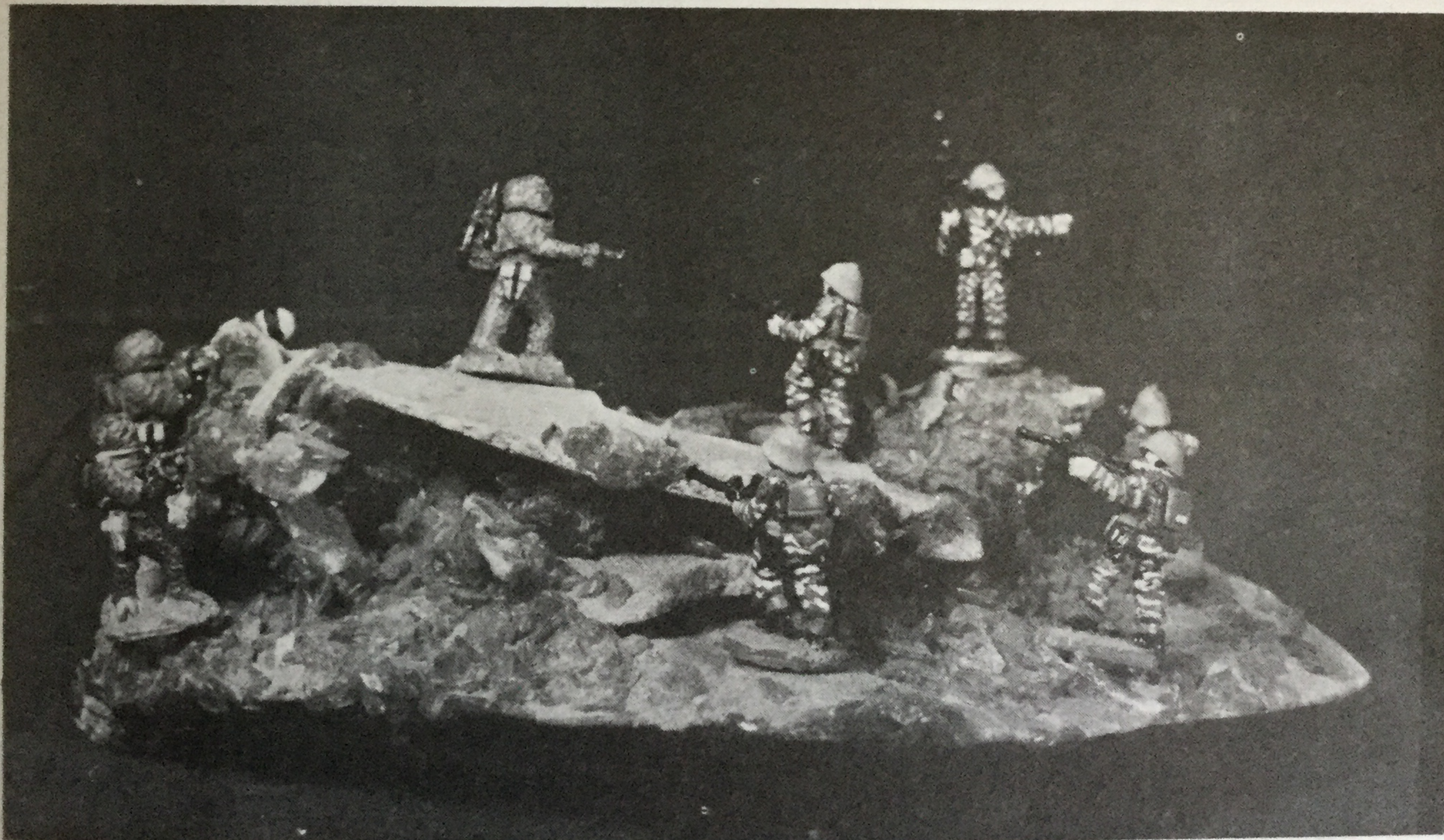
- S- 9 Photon Rifleman
- S-10 Bombadier and Rocketeers
- S-11 Statsis Fieldmen and Officer

GALAXY ALIENS

- S-12 Rayrifleman
- S-13 Rocketeer and Grenadiers
- S-14 Statsis Fieldmen and Officer

HEAVY WEAPONS

- S-15 Laser Cannon w/crewman for Humans and Aliens
- S-16 Statsis Generators and Mortars (4)
- S-17 Rocket Pods (2) and Mines (5)
- S-18 Antigrav Sled w/Detachable Rocket Pod
- S-19 Robots (4) 2 types



For the Science Fiction fan, we recommend our Starsoldier line of figures, inspired by G. R. Dickenson's "Dorsai" series, "The Forever War" by Joe Haldeman and "Starship Troopers" by R. A. Heinlein. We recommend the "Starguard" Rulebook in our book section for rule of play. To expand the possibilities of your alien adverseries, we suggest the following fantasy packs: W-29 Slimes, W-32 Elementals, W-37 Hydra, W-38 Large Dragon, W-39 Small Dragon, W-40 Wyverin.

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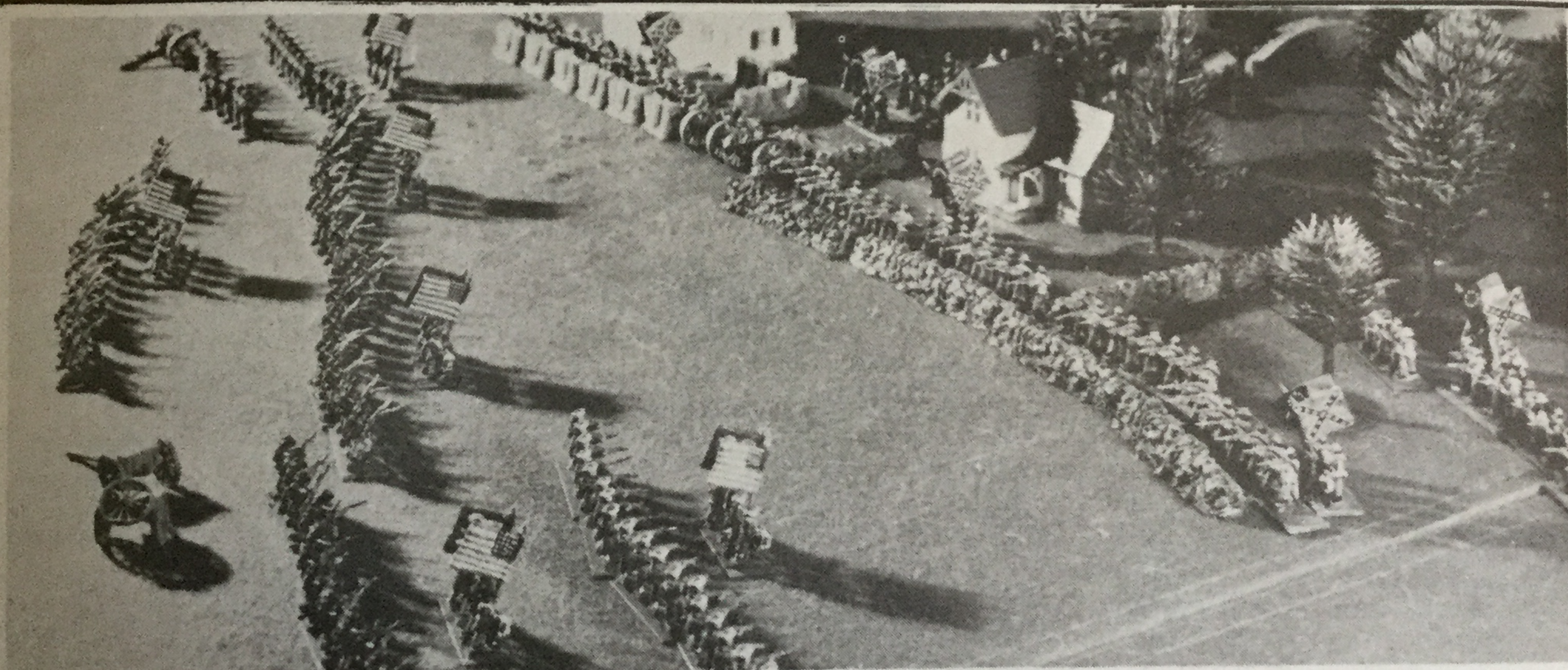
AMERICAN CIVIL WAR

SCALE 15mm
Wargaming
Diagrams

- CC 1 UNION INF. FIRING
- CC 2 UNION INF. CHARGING
- CC 3 UNION INF. COMMAND PACK
- CC 4 IRON BRIGADE, ASSAULTING
- CC 5 IRON BRIGADE, COMMAND PACK
- CC 6 ZOUAVES, FIRING
- CC 7 ZOUAVES, CHARGING
- CC 8 ZOUAVES, COMMAND PACK
- CC 9 BERDANS SHARPSHOOTERS
- CC10 CONFEDERATE INF. FIRING
- CC11 CONFEDERATE INF. CHARGING
- CC12 CONFEDERATE COMMAND PACK
- CC13 CONFEDERATE VOLUNTEERS, FIRING
- CC14 CONFEDERATE VOLUNTEERS, CHARGING
- CC15 LOUISIANA TIGERS, ASSAULTING
- CC16 LOUISIANA TIGER COMMAND PACK
- CC17 DISMOUNTED CAVALRY SKIRMISH PACK
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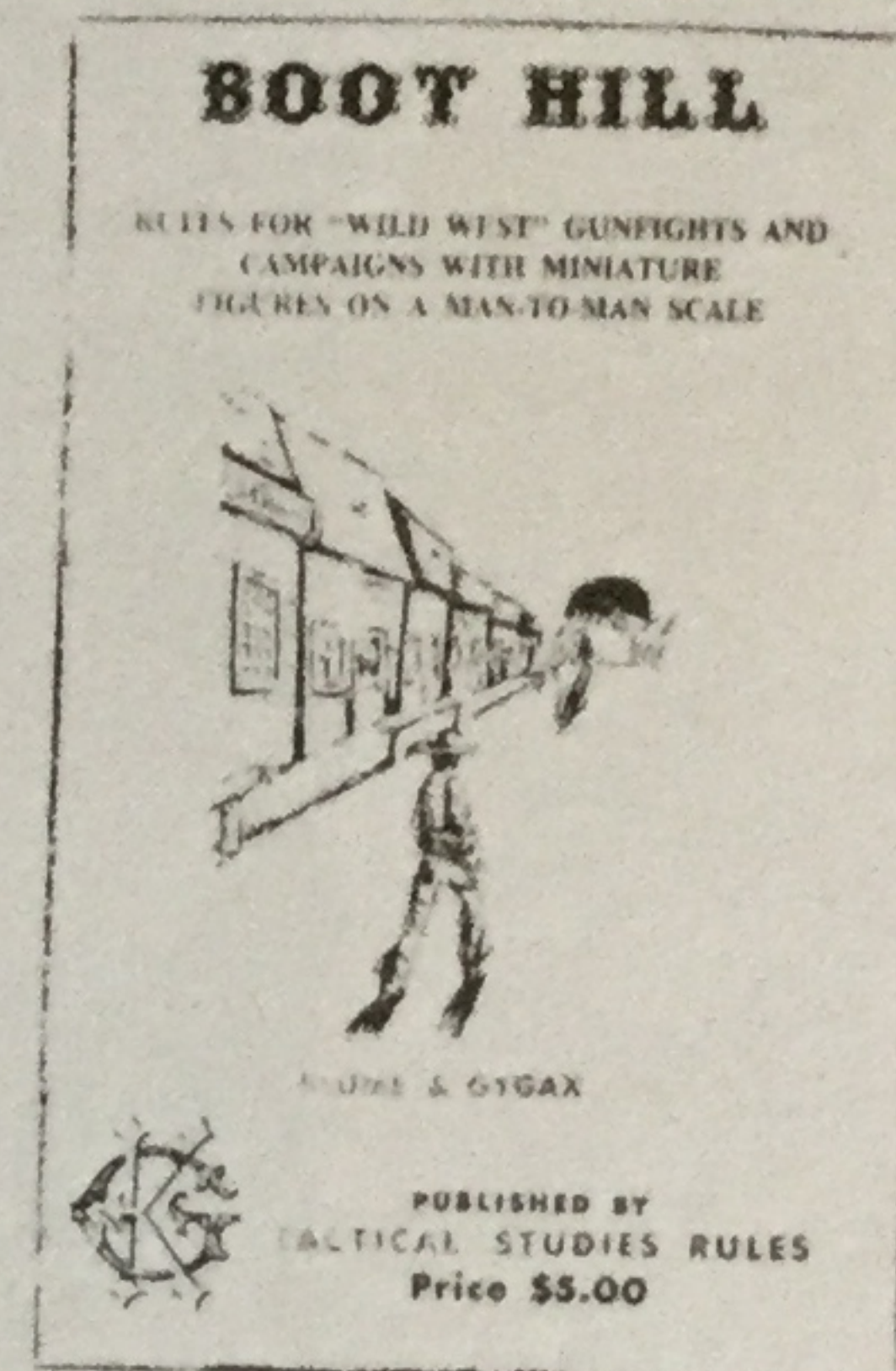
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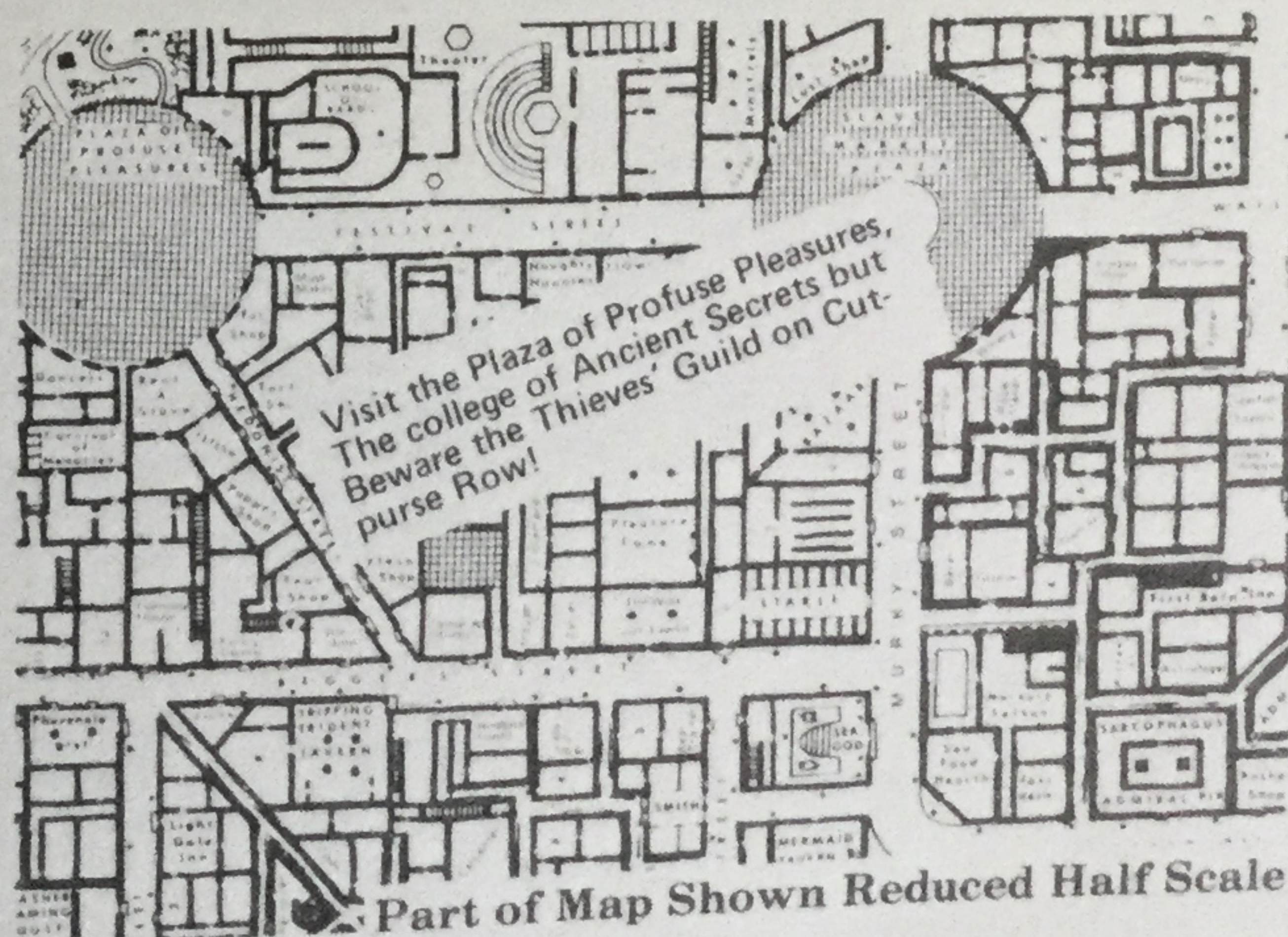
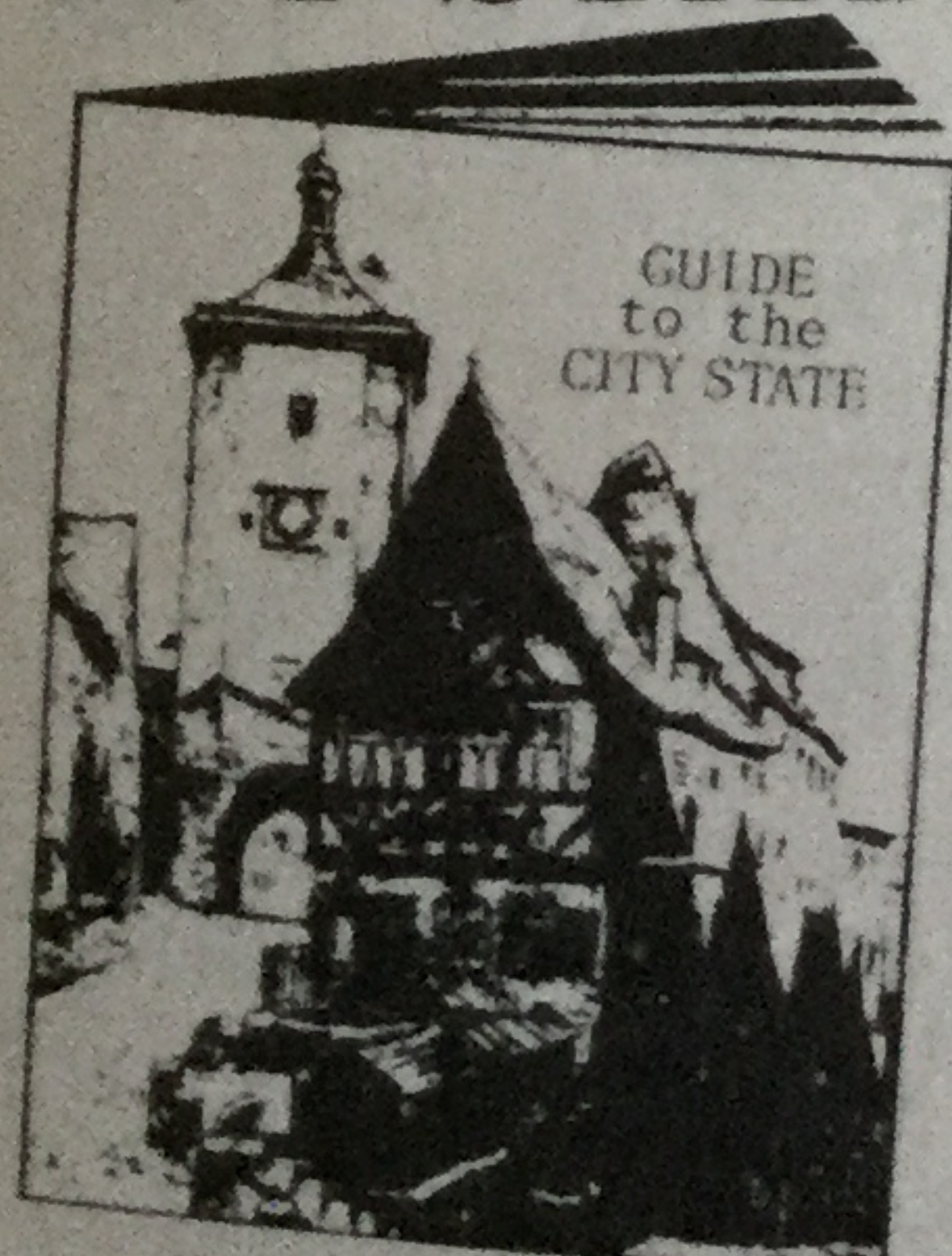
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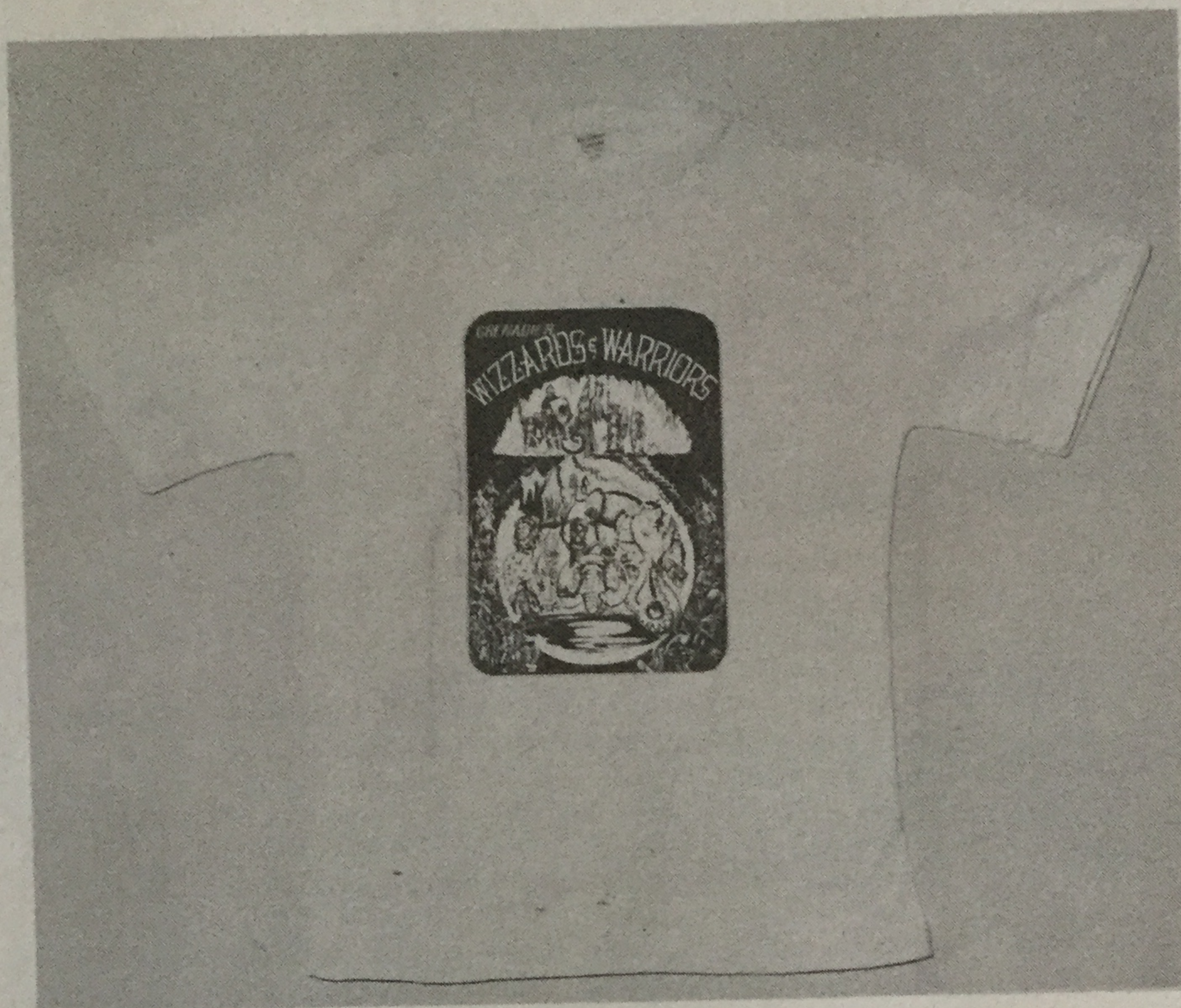
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